Lab 2.1 - Another Brick in the Wall

In this lab, you will use nested loops to draw a large brick wall using as little code as possible.

# Part 1 - Brick by Brick

1. Write a SNAP script to draw a single 20x10 "brick" in the lower left corner of the stage when the green flag is clicked.
2. Modify your code to draw two bricks side by side. The bricks should share a short edge, like this: https://git.gitbook.com/raw/teals-introcs/introduction-to-computer-science-principles/master/two%20bricks.png?token=d2F0c2t5OmY3ZTE2ZTQwLTdlMWEtNDhiMi05NjQxLTRlZjVkNWQxZWM0Yw%3D%3D
3. Now modify your code again to build a full row of bricks across the entire length of the stage. Use a loop to **keep your code as concise as possible**. Remember that the stage is 480 pixels wide.

# Part 2 - Build a Wall

1. Now that you can build a row of bricks, add code to build a second row above the first row. The bricks in the second row should share a long edge with those in the first row, but should be "offset" so that the ends of the second row bricks are at the middle of the first row bricks, like this: https://git.gitbook.com/raw/teals-introcs/introduction-to-computer-science-principles/master/offset%20bricks.png?token=d2F0c2t5OmY3ZTE2ZTQwLTdlMWEtNDhiMi05NjQxLTRlZjVkNWQxZWM0Yw%3D%3D
2. Modify your code to build four total rows, alternating back and forth between the "regular" and "offset" rows. Use nested loops to keep your code concise. **To earn full credit, your scripts must be as concise as possible.**

# Part 3 (Extra Credit) – Platform game

1. Add another sprite to your SNAP program, give the sprite a costume that makes it appear like a character from one of your favorite video games.
2. Add scripts to your program so that the character “drops” from the top of the stage until it is touching the wall whenever the Green flag button is pressed in SNAP (make sure your program behaves identically way *every time* that the Green flag is pressed – even if the game was previously played).
3. Add scripts to your program so that the left and right arrow keys can be used to make the character “walk” along the top of the wall.
4. Use multiple costumes to make your character appear to be making walking motions as it moves.

**When you are finished, save and share your SNAP program and paste the URL below:  
Name:   
URL:**